FREE THE SUN OR DIE TRYING

STARBREAKER

A SPACE FANTASY CAMPAIGN FRAME

DAGGERHEART COMPATIBLE

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"A Colony's Windows" by Rick Guidice
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From The New York Public Library

STARBREAKER

Rebel groups struggle to organize as a massive galactic corporation tightens its steel grip on humanity.

by Jay Ledbetter

Complexity Rating: ●●●

THE PITCH

Read this section to your players to introduce them to the campaign.

Nobody remembers what life was like before The Odyssey Corporation took ownership of the Helios System. Though there are pockets of hope where Odyssey has not yet reached, civilians of Odyssey's planets live in hazardous squalor, knowing little outside of their work. Others are conscripted to join Odyssey's Infinity Fleet, where soldiers are cloned hundreds of times, their consciousness passed from copy to copy until it burns away. Those who break free from these oppressive cycles doom themselves to a life on the run, hiding in alleys and finding shelter in the caverns of asteroids. In a Starbreaker campaign, you'll play as heroes, rebels, or soldiers: trying to make a better life for those around you without drawing the eye of Odyssey.

TONE & FEEL

Bold, Dingy, Eldritch, Noir, Retrofuturistic

THEMES

Attempting the Impossible, Anarcho-Capitalism, Convention vs. Rebellion, Truth vs. Propaganda

TOUCHSTONES

Aliens, Andor, Cowboy Bebop, Firefly, Helldivers 2, Pacific Rim, Starfox

OVERVIEW

If your group decides to play this campaign, give your players the following information before character creation.

The Odyssey Corporation has always planned to gain complete control over **the Helios System**. For a long time, under the leadership of Executive President Zauz, Odyssey threatened and bartered with each planet of the system. They bought who they could and bullied others into assimilation, but the people continued to resist, and the Corporation stretched thin. However, when **Executive President Eidon (they/them)** came to power, they had an idea to force everyone under the company's thumb:

"Gravity. To claim the star system, we must first claim the star. The planets don't choose what they orbit."

Odyssey's engineers constructed **the Helios Sphere**, a massive structure that now wraps Helios in a steel cage, giving the Corporation full control of the sun and its solar energy, which Odyssey now sells as **solarus**, used for everything from home gardens to spaceships. But Odyssey's displays of power weren't over when they commercialized sunlight: they had created a supply, but they wanted more demand. They needed to create fear, and they knew exactly how to do it and what planet to use for their message to the system.

To punish the rebel group Pink Flag for driving away any attempts to establish a Corporate Democracy on the planet **Alcino**, 30 years ago Eidon gave the order to blacklist Alcino, using the Helios Sphere to block sunlight from reaching the planet until it chose to join Odyssey Corporation. The people of Alcino resisted, but their planet suffered, forcing them to live in underground shelters and scavenge for Solarus wherever they could.

As their motto *"We Follow No One"* implies, **Pink Flag** as a group is hard to define, becoming more of a movement behind which many rebel subsects find themselves. Some are altruistic pacifists who seek an egalitarian future via protest and outreach, others are brutal warmongers who think the "No One" from their motto is some secret commander, but they all want an end to Odyssey's rule. Though this can make unifying these groups a challenge, it also means that members of this rebellion can find an ally just about anywhere, so long as they are brave enough to fly the Pink Flag. In their fight against Odyssey, members of Pink Flag scour the Helios System for forces to join them, visiting planets, satellite structures, and asteroid colonies in search of those who will risk their lives for freedom. As Alcino has become their de facto base of operations, they must steal or trade for Solarus wherever it can be found to keep their home alive.

The once peaceful flying bastion of knowledge **Telemach City** is now a punk metropolis run by the many churches of New and Forgotten Gods. As this new counterculture emerged, these clerics' robes have been replaced with torn and tagged outfits, weapons covered in spray-painted scripture, and vibrant neon lights. Instead of making pilgrimages to planets and giving sermons to gather followers, churches send out their **Curators**, spacefaring priests who perform Machraments, strange and dangerous acts of worship in the name of their gods, ranging from slaying cosmic monsters to blowing up comets. Despite this unified revolution of faith, Telemach is constantly at odds with itself. Acolytes of the New Gods seek ways to work with Odyssey and tend to value law and prosperity, while priests of the Forgotten Gods tend to resist against the Corporation, valuing freedom and authenticity.

On the stormy planet **Protos**, Odyssey is not the largest threat. The company barely has a presence here as the people are under constant attack by massive monsters crawling out of the sea, and normal weaponry does little to protect them. As such, **the Knights of Protos** were created, twelve colossal mechs that require teams of Squires to pilot them. These Squires are heroes to their people, but find themselves outcast from society, both because the people are so heavily taxed to fund the Knights, and the piloting process continually warps their bodies and minds until they cannot see themselves as anything other than the limb of a Knight. Some Squires recognize this process early on enough to save themselves, either leaving Protos to find new purpose, stealing Protean tech to make their own power armors, or joining the court of **King Rymed (he/him)** as a personal guard to avoid imprisonment or exile.

With the Helios Sphere complete, most of the Odyssey Corporation's valued personnel live and work there. However, those who work on Odyssey's most secretive projects call the harsh acid rain planet of **Aea** their home. Here, the Corporation's factories perform sinister experiments, creating mutant creatures and releasing into Aea those they deem failures. These mutants either die in the planet's brutal environment or survive to join the ranks of Aea's many threats that unknowingly guard Odyssey's secrets. The most successful project to come out of the Aean labs is **the Infinity Fleet**, Odyssey's private undying militia. Through a process known as **Circean Rebirth**, soldiers are frozen and cloned, and their consciousness is transferred to a fresh clone upon their death. Soldiers of the Infinity Fleet are carefully selected and trained to be as loyal as they are lethal.

COMMUNITIES

All communities are available, but some have unique aspects within a Starbreaker campaign. As needed, provide the following information to your players and choose one or more of the questions to ask them during your session zero.

HIGHBORNE

Most highborne characters tend to come from Helios or a satellite owned by Odyssey, but some are the family of wealthy merchants.

- How did your family come into wealth?
- What myth were you taught about the galaxy that you now know to be false? Who made you realize this?

LOREBORNE

In the Age of Odyssey, loreborne communities are dedicated to cutting the propaganda out of history's truths. Some guard secret libraries while others are journalistic groups, constantly seeking the next grain of truth.

- What propaganda have you discovered to be false, and how are you planning to let the people know?
- What question of the universe have you dedicated your life to answering?
- Who is your mentor and where do they hide their collection of forbidden knowledge?

RIDGEBORNE / WILDBORNE

These fringe communities often sit beneath the notice of Odyssey, nesting in deep forests of untamed planets or carving their homes in the caverns of asteroids.

- What made your home disinteresting to Odyssey as a site for expansion?
- In your youth, you had a run-in with an outsider. Who were they, and what bad thing happened as a result of this encounter?
- You have a secret safehouse somewhere in the Helios System. Where is it and what do you keep there?

SLYBORNE

Slyborne communities are more common than ever in the Age of Odyssey. On Alcino, these characters are highly beloved for their ability to steal Solarus, keeping the people alive. They can friend to rebel and soldier alike, depending on where their values lie.

- You conned someone, and they're on the hunt for you. Who were they and what did you gain from them?
- What was the biggest job you ever pulled? What went wrong?
- You have a community you steal to provide for. Who are they and how did you meet them?

WANDERBORNE

Most wanderborne communities live in spaceships, traveling from planet to planet to sustain themselves and constantly avoiding conflict with the factions of the Helios System.

- What ship did you grow up on, who runs it, and where is it now?
- You visited a place that felt like home, but couldn't stay. Where was it, and what pulled you away?
- You witnessed some Curators perform a machrament. What God did they dedicate it to, and what was it?

ANCESTRIES

All ancestries are available, but some have unique aspects within a Starbreaker campaign. As needed, provide the following information to your players.

CLANKS

Clanks built by Odyssey have a more refined, symmetrical design, while Clanks built elsewhere tend to be cobbled together from scrap and spare parts. Clanks of Odyssey tend to be alienated from their creators, while other Clanks tend to have strong bonds with their creators.

DRAKONA

The first Drakona were born from the scales of a fallen sea monster on Protos. Descended from these monstrosities, they have very long lifespans and never stop growing. Some think the incredibly rare dragons of Helios are elder Drakona who have lived for millenia, growing to the size of an asteroid.

FAERIES

Called "Children of Stardust", Faeries are born from supernovas. They feed on cosmic dust and can breathe in the void of space. Some communities view them as signs of good fortune, while others may seem them as an ill omen. It is rumored that they are drawn to dying stars like moths to flame, so their increased presence in the Helios System has caused some to worry.

FUNGRIL

Only able to reproduce by the ever-weakening will of the Forgotten God of Death, there are only a handful of Fungril left in the Helios System. They use their mycelial array to keep track of each other, often serving as scouts in the fight against Odyssey.

CLASSES

All classes are available, but some have unique aspects within a Starbreaker campaign. As needed, provide the following information to your players.

ALL CLASSES WITH SPELLCASTING

With so many avenues through which magic can be utilized, consider where your characters magic comes from and what it looks like. Is it the manipulation of solarus, appearing as fiery rays of sunlight? Do you wield the power of stardust, casting waves of aurora light from your hands? Are your abilities all technological, flavored as a series of electronical functions you wield?

DRUIDS

With a broad range of planetary environments you might come from, your Beastforms and nature magic might reflect the world whose natural magic you wield. Think about what your home was like and how it impacted your abilities.

SERAPHS

Seraphs worship either the Gods or the Sun (which is the same as worshipping Odyssey).

The former group tend to be more punk in aesthetic and attitude, seeing the world around them as a result of humanity's blasphemous and ignorant expansion. Their magic varies widely in appearance depending on their chosen God or Gods.

The latter tend to work for or with Odyssey, revering Odyssey as an organization of limitless power. Their magic uses solarus, their spells and other abilities being created from captured sunlight.

PLAYER PRINCIPLES

If your group decides to play this campaign, give your players the following information before character creation.

ATTEMPT THE IMPOSSIBLE

The people of Starbreaker are up against an unimaginable force, but they hold tightly to their loftly ambitions. Despite Odyssey's efforts to constrain and control, they can never own your dreams. Decide what your character's impossible dream is, and have them strive for it.

EMBRACE WANDERLUST

The galaxy is a massive place waiting to be explored. Think about what places or things your character has always wanted to visit or see, and how other worlds might impact their view of the galaxy. Work with the GM to craft awe-inspiring places, and urge your fellow players towards those places.

LIVE AND DIE BY YOUR CREW

Whether you're a member of the Infinity Fleet, a Squire of a Protos Knight, or a rebel seeking an end to Odyssey's reign, the people by your side are your most valuable asset. A good crew functions off respect and collaboration. A bad crew gets you killed.

"The Great Comet of 1881"
by Étienne Léopold Trouvelot
From The New York Public Library

GM PRINCIPLES

Keep the following guidance in mind while you GM this campaign.

MAKE ODYSSEY EVERPRESENT

This massive corporation rules the planets with a fist of steel and sun. When the players are in Odyssey's territory, constantly remind them. Prying eyes, armed guards, and blazing solar technology surrounds them, making them never forget who's in charge. Even on planets where they have little presence, give the people a perspective on the Odyssey Corporation. Do they feel like they're being left behind in a technological revolution? Do they spit on the ground whenever Odyssey is mentioned? Do they report the players' actions to the nearest Odyssey outpost?

MAKE THE COSMOS STRANGE AND VAST

Open space is not bound by the logic of the planets of the Helios System. Random encounters here shouldn't feel like a bump in the road between towns, it should feel like seeing into another reality altogether, permanently leaving a mark on the characters. Make the void your canvas to add as much unexplainable sci-fi weirdness as you want.

SPREAD PROPAGANDA, THEN EXPOSE IT

Despite any intentions, the people under Odyssey are constantly fed half-truths and blatant lies. Give the players multiple stories and letting them figure out which one is reality. This can be done by creating your own lists of facts and falsehoods or by having the players write rumors about the major figures of your campaign and seeding those rumors in the world. Present the truth to the players alongside a handful of rumors, and let them discover which is which. Remember, acquiring the truth should be relatively easy, acting on that truth is where the challenge lies.

DISTINCTIONS

Use this information to prepare your campaign. You can also share it with your players as needed.

WORLDS OF HELIOS

The Helios System is home to a variety of worlds, each with their own unique struggles. Odyssey lords over the system from Helios, while rebel communities struggle against the Corporation while facing their own planet's conflicts. Below are a few planets, but you're encouraged to make your own:

Helios: Named for the sun it encases, this metallic structure wraps around the sun and harness its energy. Odyssey has made many civilizations on the Helios Sphere, making it the most well-guarded and prosperous place to live in the galaxy.

Alcino: Pink Flag's home planet, where the rebels fought away Odyssey 30 years ago. Since then, the planet has been plunged into eternal darkness as Odyssey has denied Alcino any sunlight. The people struggle to survive in underground communes, relying on magical or stolen sunlight to sustain themselves.

Aea: The planet closest to Helios, this world is home to the Circean Foundries, sprawling factories where Odyssey creates the soldiers of their Infinity Fleet and perform other secret experiments. Recently, the planet has seen an influx of Faerie communities who seek the means to destroy the Foundries.

Protos: Ruled by King Rymed, this planet covered by massive oceans is home to hulking sea monsters. To fight these monsters, Protos has constructed its Knights, huge battle mechs operated by Squires, mech pilots who rapidly lose their minds and bodies in the process of operating their Knights.

Telemach City: Also called "City of the Gods", Telemach City was once a place of peace and knowledge. In the Age of Odyssey, as faith has become akin to rebellion, the city is now a punk metropolis run by the many churches of New and Forgotten Gods. Acolytes of the New Gods often align or even work for Odyssey, tending to value things like Law and Prosperity, while acolytes of the Forgotten Gods either remain neutral or tend to resist Odyssey, tending to value things like Freedom and Authenticity.

SOLARUS

The Odyssey Corporation's most powerful asset is the sun of this system. Since constructing the Helios Sphere, they now control sunlight and now distribute it in batteries of solarus, pure harnessed sunlight. Those with no other route to magic can harness solarus to gain magical abilities, but they become reliant on Odyssey when doing so. Consider how solarus as a resource affects the characters and their plans.

THE INCITING INCIDENT

You can use the prompt below to start your campaign, or create your own.

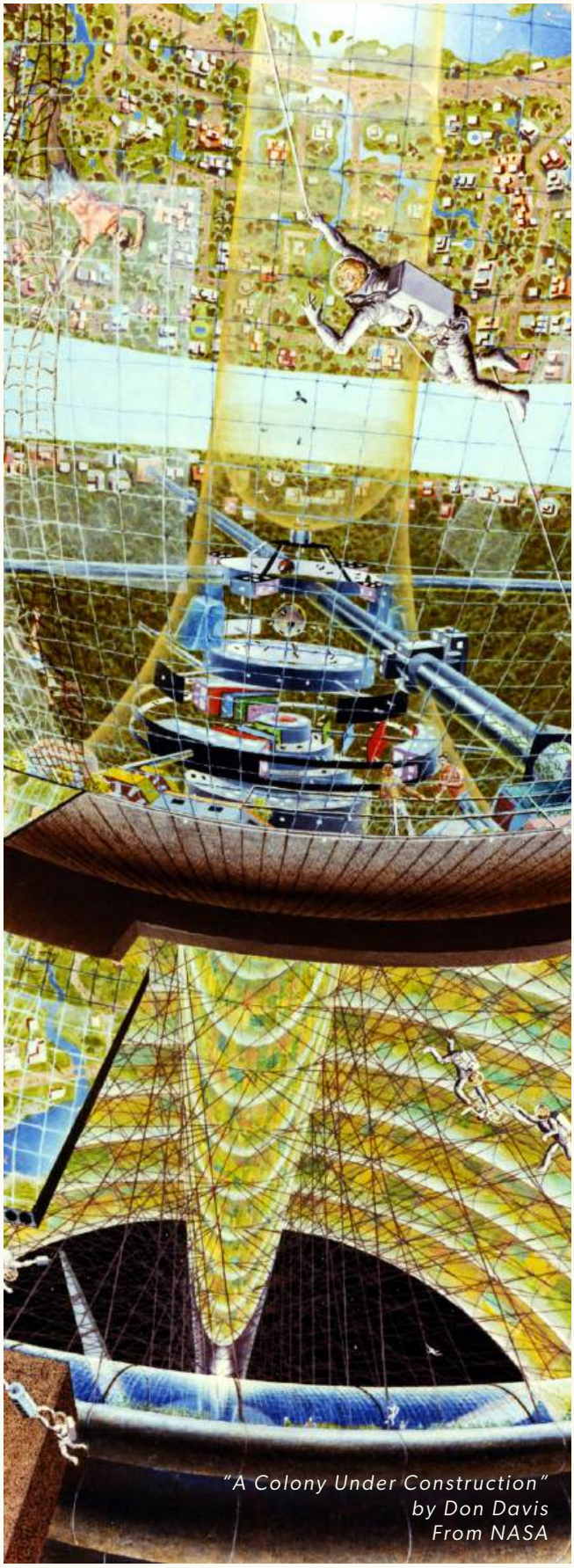
Alcino is running out of sunlight. The fungril druid **Pleos (she/her)** has let the people of **Shelter 9** know to prepare for the worst as families gather what little belongings they have and either make the dangerous journey to the nearest shelter or scramble to find passage off Alcino. Pleos stays behind, contacting the party with a mission that she thinks could save Shelter 9. One of her fungril cousins, a bartender named **Edolus (he/him)**, has notified her that the wandering **Demodus Casino** is passing near Alcino and is currently hosting a conference of Odyssey's top engineers. Edolus is willing to get the party into Demodus disguised as casino staff, allowing them to bypass the heightened security and attempt to steal solarus from the conference and maybe learn what new technologies the Corporation has been working on.

The **Odyssey Innovation Conference** is an event where engineers from around the Helios System come to showcase their latest creations to win a grant from **Technical Executive Circe (she/they)**. Projects at the conference this year include a bionic limb printer for mobile surgeries, a memory alteration helmet to improve worker efficiency, and a synthetic stardust that could be used to lure and displace faeries. The creator of the Infinity Fleet uses a drone to spectate most of the conference, but Circe always makes an appearance in-person to present their grant to the year's winner at the end.

As the party makes their way into the casino, Edolus presents multiple paths they can take to get the solarus necessary. They could seek out the ships of the conference attendees, stealing their solarus batteries and stranding the engineers on Demodus. They could steal the exhibits from the conference, denying Odyssey new tech and gathering enough solarus to power the shelter. Of course, they could gamble for the solarus, potentially winning it off of the engineers.

Whether they choose one of these avenues or create their own, the true difficulty comes from getting the stolen solarus off Demodus without getting caught. If it's a chaotic scramble to the ship, a nail-biting series of deceptions and stealth maneuvers, or a race through space to get clear of Demodus's turrets, the escape from Demodus is a great opportunity to introduce the table to a dynamic chase or piloting countdown.

Upon returning with the solarus, Pleos holds a celebration in the party's honor and Shelter 9 is saved for the time being. Depending on how long the heist on Demodus took, now could be a good time to let the party level up, or you could give them some weapons from the Cosmic Arsenal. The party has raised the Pink Flag, and their fight with Odyssey is just beginning.



"A Colony Under Construction"
by Don Davis
From NASA

CAMPAIGN MECHANICS

The following mechanics are unique to this campaign.

COSMIC ARSENAL

In an age of spaceships and solartech, weaponry has evolved beyond steel and wood. PCs may flavor any standard equipment to fit in this space fantasy setting, or they may choose from the following options.

PRIMARY WEAPONS

The following primary weapons are also available in this campaign.

NAME	TRAIT	RANGE	DAMAGE	BURDEN	FEATURE
Blaster	Finesse	Far	**Tier 1:** d6+1 mag **Tier 2:** d6+4 mag **Tier 3:** d6+7 mag **Tier 4:** d6+10 mag	One-Handed	**Quick:** When you make an attack, you can mark a Stress to target another creature within range.
Solar Rifle	Agility	Very Far	**Tier 1:** d8+2 mag **Tier 2:** d8+5 mag **Tier 3:** d8+8 mag **Tier 4:** d8+11 mag	Two-Handed	**Charged:** When you make an attack, you can mark a Stress to add an additional damage die.
Lightning Staff	Instinct	Melee	**Tier 1:** d8+3 mag **Tier 2:** d8+6 mag **Tier 3:** d8+9 mag **Tier 4:** d8+12 mag	Two-Handed	**Shocking:** On a successful attack, you can spend a Hope to make the target Restrained.
Grav Gauntlets	Strength	Melee	**Tier 1:** d10+2 phy **Tier 2:** d10+5 phy **Tier 3:** d10+8 phy **Tier 4:** d10+11 phy	Two-Handed	**Concussive:** On a successful attack, you can spend a Hope to knock the target back to Far range.
Laser Whip	Presence	Close	**Tier 1:** d6+2 mag **Tier 2:** d6+5 mag **Tier 3:** d6+8 mag **Tier 4:** d6+11 mag	One-Handed	**Laser:** This weapon carves through most walls and floors.

SECONDARY WEAPONS

The following secondary weapons are also available in this campaign.

NAME	TRAIT	RANGE	DAMAGE	BURDEN	FEATURE
Hand Blaster	Finesse	Far	**Tier 1:** d6 mag **Tier 2:** d6+3 mag **Tier 3:** d6+6 mag **Tier 4:** d6+9 mag	One-Handed	**Overheat:** After you make an attack, roll a d6. On a 1, you must mark a Stress to cool this weapon before you can fire it again.
Grapple Gun	Strength	Far	**Tier 1:** d4+2 mag **Tier 2:** d4+5 mag **Tier 3:** d4+8 mag **Tier 4:** d4+11 mag	One-Handed	**Grappling:** On a successful attack, you can spend a Hope to Restrain the target or pull them into Melee range with you.
Solar Knife	Finesse	Melee	**Tier 1:** d8+1 mag **Tier 2:** d8+4 mag **Tier 3:** d8+7 mag **Tier 4:** d8+10 mag	One-Handed	**Laser:** This weapon carves through most walls and floors.

PILOTING COUNTDOWNS

When playing a campaign involving spaceships or mechs piloted by the PCs, you can use dynamic chase countdowns (pg 163 of the core rules) and let the PCs choose a Piloting Role from the list below:

Captain: Tag Team Rolls cost 2 Hope for you.
Weapons: Rolling a Success on your Action Roll gives the next Action Roll Advantage.
Comms: Spend a Hope to reduce the next Consequence Advancement by 1.
Pilot: You have advantage on Countdown rolls with Agility.
Engineer: Spend a Hope to increase the next Progress Advancement by 1.
Navigator: You have advantage on Countdown rolls with Instinct.
Medic: Gain a Hope when another PC rolls with Fear in a Countdown.

When the scene begins, set two countdowns: one for the PCs ship or mech and one for the adversary. First pick a die for the PC's countdown and set it at its highest value. Then select another die of the same value for the adversary's countdown, setting that die at a lower value depending on difficulty (1 lower for an easy encounter, 3 lower for a medium encounter, 5 lower for a hard encounter).

INFINITY FLEET

If a character decides to be a member of Odyssey's Infinity Fleet, they gain the following transformation:

INFINITY SOLDIER

Infinity Soldiers are cloned warriors who replace their fallen selves.

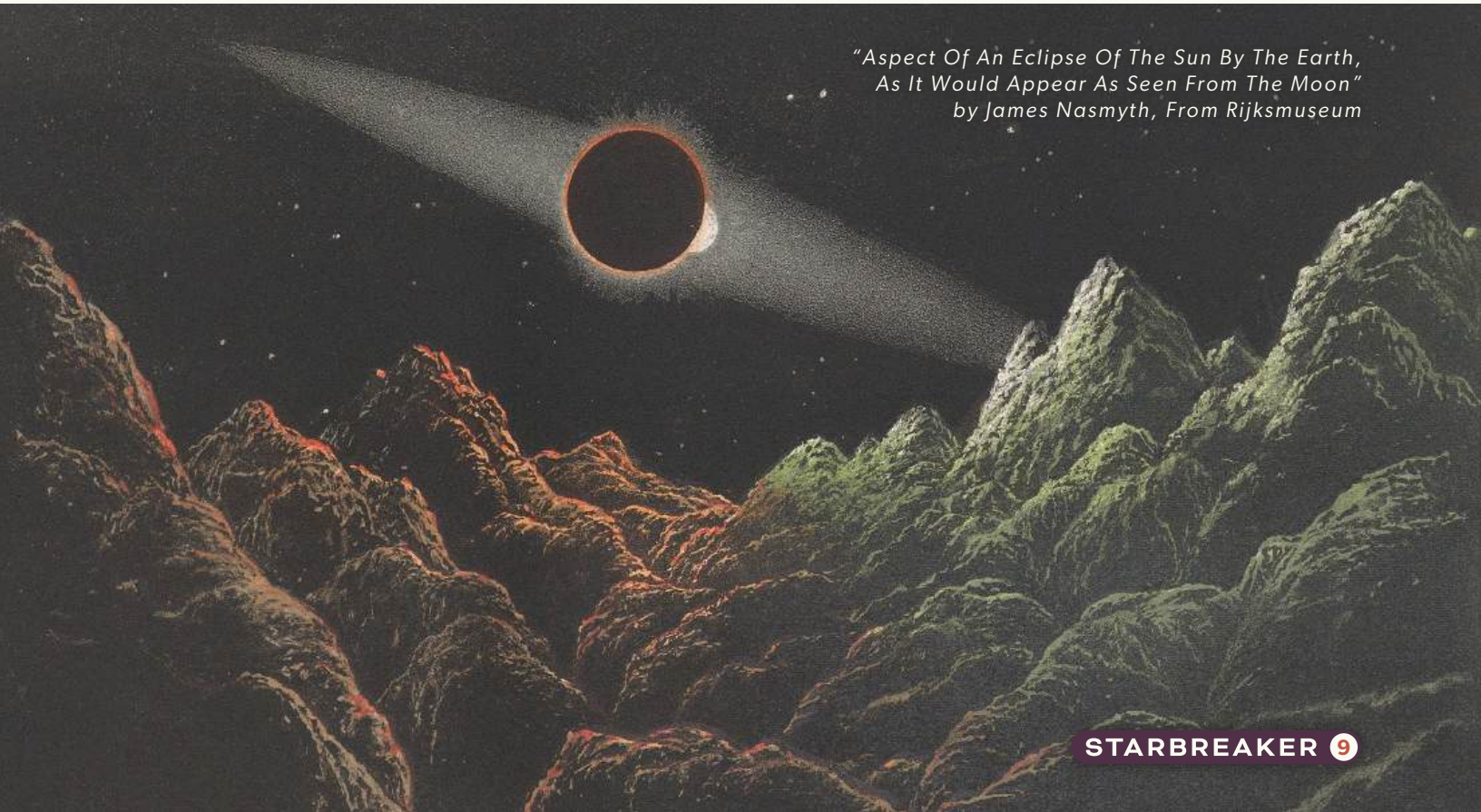
Infinite: When you die, your next clone arrives to take your place in the next scene. The clone has all of your memories and copies of your starting equipment, but it takes -1 to a stat of your choice, to a minimum of 0. When your clone's highest stat would be 0, Odyssey deems your clones defective and you are gone forever.

Disposable: The only Death Move you can take is Blaze of Glory.

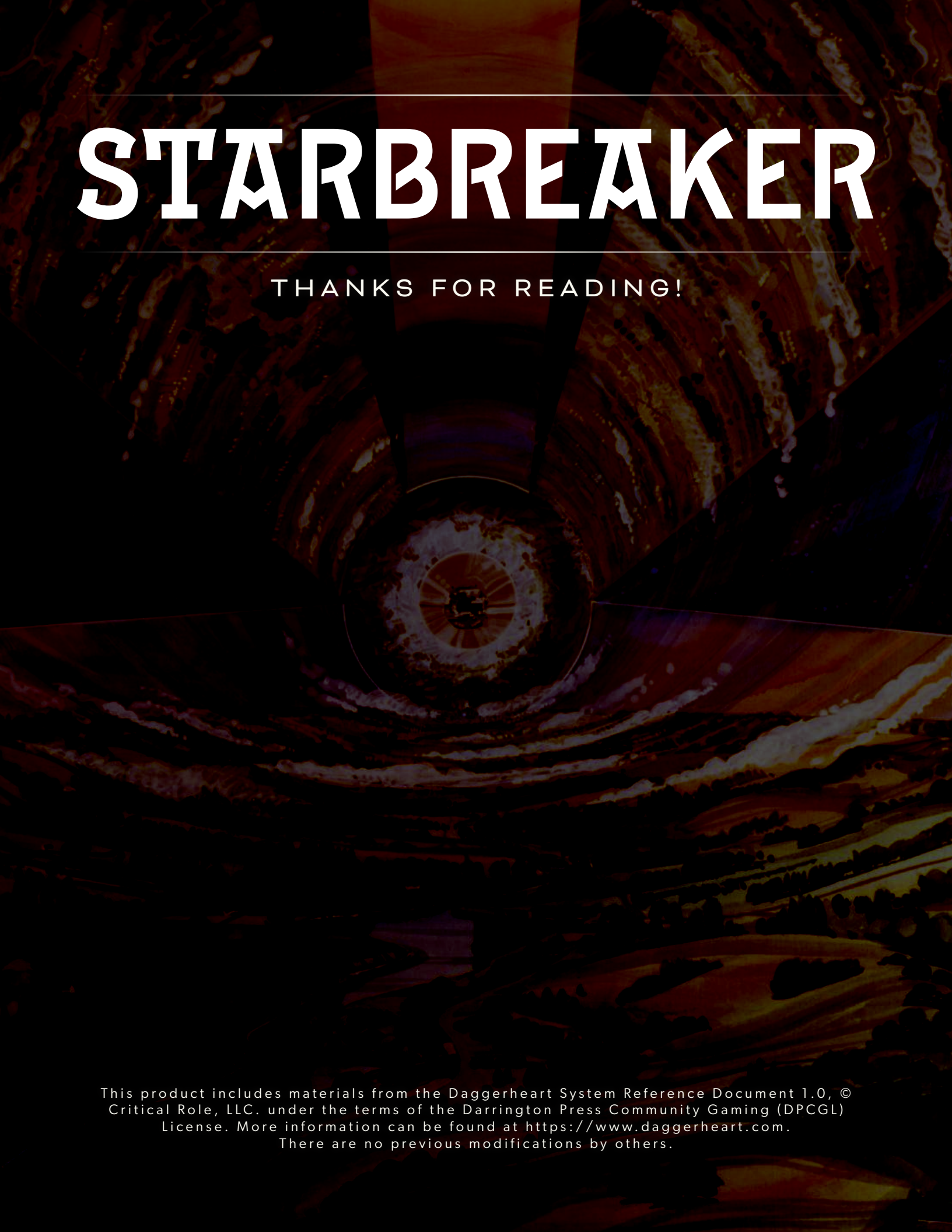
SESSION ZERO QUESTIONS

Ask any of these questions to your players, or make up your own.

- Do you all have a ship together? What is it called and what does it look like?
- Who in your life has given up on the fight against Odyssey, and where are they now?
- What unexplainable phenomenon have you witnessed out in the cosmos?
- Describe a planet or other location your character once visited. What was unique about it?



"Aspect Of An Eclipse Of The Sun By The Earth, As It Would Appear As Seen From The Moon" by James Nasmyth, From Rijksmuseum



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